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1 Use of mouse buttons

Lynne A. Price, Carlos A. Cordova

 December 1983 **Proceedings of the SIGCHI conference on Human Factors in Computing Systems CHI '83**
Publisher: ACM Press
 Full text available: [pdf\(411.55 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Two experimental tasks were designed to test use of multiple-button mice. In the first, number of errors made and time to complete subtasks were measured as subjects attempted to depress one, two, or three buttons under three sets of conditions. In the second, subjects were asked to indicate true or false either by pressing one of two different buttons or by clicking a single button one or two times. People tended to be faster and more accurate using different buttons than differen ...

2 EXPLORATORY EVALUATIONS OF TWO VERSIONS OF A FOOT-OPERATED CURSOR-POSITIONING DEVICE IN A TARGET-SELECTION TASK

Glenn Pearson, Mark Weiser

 January 1988 **ACM SIGCHI Bulletin**, Volume 19 Issue 3
Publisher: ACM Press
 Full text available: [pdf\(576.51 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

An investigation is on-going concerning the use of feet instead of hands to perform workstation cursor-positioning and related functions. In the exploratory studies reported here, two versions of a particular foot-operated device, the swing mole, were assessed against a mouse in a base-line target-selection task. This task had some of the elements involved in text editing, but did not directly include keyboard entry. The study showed that novices can learn to select fairly small targets using a ...

3 Status report of the graphic standards planning committee

Computer Graphics staff

 August 1979 **ACM SIGGRAPH Computer Graphics**, Volume 13 Issue 3
Publisher: ACM Press
 Full text available: [pdf\(15.01 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#)
4 A comparison of the ISO working draft standard for SQL and a commercial implementation of SQL

Louis Ferrante

 August 1987 **ACM SIGSMALL/PC Notes**, Volume 13 Issue 3

Publisher: ACM Press

Full text available: [pdf\(776.80 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Our is one of many organizations which have adopted the SQL language for use with their database systems. Since portability is a major requirement in our work, we must know how the emerging ISO working draft standard for SQL and the implementation of SQL in INGRES 4.0, the DBMS we have selected, differ. In particular, we must learn which features in INGRES are not part of the standard, and which features of the ISO standard have not been implemented in INGRES. This report is a comparison between ...

5 Automatic routing of double layer gate arrays using a moving cursor

B D Prazic, M A Bozier

June 1983 **Proceedings of the 20th conference on Design automation DAC '83**

Publisher: IEEE Press

Full text available: [pdf\(554.44 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper presents an efficient algorithm for routing of the interconnections on a large gate array layout. The algorithm employs a vertical cursor strip that traverses the chip in a single pass, laying horizontal segments in its wake on one layer, and vertical segments within the cursor itself, generally on the other layer. The routing algorithm presented here was developed as part of the UK5000 design automation system for large gate arrays and was written in standard FORTRAN ...

6 Speech-based cursor control: a study of grid-based solutions

Liwei Dai, Rich Goldman, Andrew Sears, Jeremy Lozier

September 2003 **ACM SIGACCESS Accessibility and Computing , Proceedings of the 6th international ACM SIGACCESS conference on Computers and accessibility Assets '04**, Issue 77-78

Publisher: ACM Press

Full text available: [pdf\(228.54 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Speech recognition can be a powerful tool for use in human-computer interaction. Many researchers are investigating the use of speech recognition systems for dictation-based activities, resulting in dramatic improvements in recent years. However, this same experimentation has confirmed that recognition errors and the delays inherent with speech recognition result in unacceptably long task completion times and error rates for cursor control tasks. This study explores the potential of a speech- ...

Keywords: cursor control, grid, mouse, navigation, speech recognition

7 Table: Object oriented editing of complex structures

Ted J. Biggerstaff, D. Mack Endres, Ira R. Forman

March 1984 **Proceedings of the 7th international conference on Software engineering ICSE '84**

Publisher: IEEE Press

Full text available: [pdf\(914.38 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This research adopts the point of view that much of software development is a process of editing complex structures, structures that represent a tightly coupled integration of textual and graphical material. In the context of text and table objects, this research explores a Smalltalk-like, object oriented architecture for editors of such complex structures. Based on this experience, we propose certain design and operation principles for such editors.

8 The Hotbox: efficient access to a large number of menu-items

Gordon Kurtenbach, George W. Fitzmaurice, Russell N. Owen, Thomas Baudel

May 1999 **Proceedings of the SIGCHI conference on Human factors in computing systems: the CHI is the limit CHI '99**

Publisher: ACM PressFull text available:  pdf(1.14 MB)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The proliferation of multiple **toolbars** and UI widgets around the perimeter of application windows is an indication that the traditional GUI design of a single **menubar** is not sufficient to support large scale applications with numerous functions. In this paper we describe a new widget which is an enhancement of the traditional **menubar** which dramatically increases menu-item capacity. This widget, called the Hotbox combines several GUI techniques which are generally ...

Keywords: marking menus, menubars, menus access, transparency, two-handed input**9 Very high quality user interfaces and fast data filing using a PC**  Jonny ÖstermanMay 1990 **ACM SIGAPL APL Quote Quad , Conference proceedings on APL 90: for the future APL '90**, Volume 20 Issue 4**Publisher:** ACM PressFull text available:  pdf(778.77 KB) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

The user response to a computer system is very dependent on the user interface. In order to compete with other software products for the PC, it is important that it is easy for APL programmers to use the possibilities in the PC environment. These possibilities include a number of qualities which are not available in the mainframe environment. With a PC, speed is usually more important than in a mainframe. This increases the demand for fast file handling functions. This paper intr ...

10 Development of an APL standard  A. D. Falkoff, D. L. OrthMay 1979 **ACM SIGAPL APL Quote Quad , Proceedings of the international conference on APL: part 2 APL '79**, Volume 9 Issue 4**Publisher:** ACM PressFull text available:  pdf(3.83 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Following an extended period of development, with more than half a dozen iterations, a standard for APL was not long ago adopted for use within IBM. In this paper we offer some highlights of our experience in this development process, as well as an appendix containing the technical matter in the standard itself. If a standards effort should get under way in the wider APL community, this experience and its work product may perhaps be found useful, and it is offered here in recognition of thi ...

11 A critique of the SQL database language  C. J. DateNovember 1984 **ACM SIGMOD Record**, Volume 14 Issue 3**Publisher:** ACM PressFull text available:  pdf(2.38 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

The ANSI Database Committee (X3H2) is currently at work on a proposed standard relational database language (RDL), and has adopted as a basis for that activity a definition of the "structured query language" SQL from IBM [10]. Moreover, numerous hardware and software vendors (in addition to IBM) have already released or at least announced products that are based to a greater or lesser extent on the SQL language as defined by IBM. There can thus be little doubt that the importance of that language ...

12 An open-source CVE for programming education: a case study: An open-source CVE  for programming education: a case study

Andrew M. Phelps, Christopher A. Egert, Kevin J. Bierre, David M. Parks

July 2005 **ACM SIGGRAPH 2005 Courses SIGGRAPH '05****Publisher:** ACM Press

Full text available: [pdf\(7.92 MB\)](#)Additional Information: [full citation](#), [references](#)**13 Pen computing: a technology overview and a vision**

André Meyer

July 1995 **ACM SIGCHI Bulletin**, Volume 27 Issue 3**Publisher:** ACM PressFull text available: [pdf\(5.14 MB\)](#) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

This work gives an overview of a new technology that is attracting growing interest in public as well as in the computer industry itself. The visible difference from other technologies is in the use of a pen or pencil as the primary means of interaction between a user and a machine, picking up the familiar pen and paper interface metaphor. From this follows a set of consequences that will be analyzed and put into context with other emerging technologies and visions. Starting with a short historic ...

14 SQL/CLI—a new binding style for SQL

Murali Venkatrao, Michael Pizzo

December 1995 **ACM SIGMOD Record**, Volume 24 Issue 4**Publisher:** ACM PressFull text available: [pdf\(549.33 KB\)](#) Additional Information: [full citation](#), [citations](#), [index terms](#)**15 Row replacement algorithms for screen editors**

Eugene W. Meyers, Webb Miller

January 1989 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volume 11 Issue 1**Publisher:** ACM PressFull text available: [pdf\(1.76 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#), [review](#)

Interactive screen editors repeatedly determine terminal command sequences to update a screen row. Computing an optimal command sequence differs from the traditional sequence comparison problem in that there is a cost for moving the cursor over unedited characters and the cost of an n-character command is not always the cost of n one-character commands. For example, on an ANSI-standard terminal, it takes nine bytes to insert one character, ten to insert two ...

16 Object associations: a simple and practical approach to virtual 3D manipulation

Richard W. Bukowski, Carlo H. Séquin

April 1995 **Proceedings of the 1995 symposium on Interactive 3D graphics SI3D '95****Publisher:** ACM PressFull text available: [pdf\(4.05 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper describes a software framework to aid in designing and implementing convenient manipulation behaviors for objects in a 3D virtual environment. A combination of almost realistic-looking pseudo-physical behavior and idealized goal-oriented properties, called object associations, is used to disambiguate the mapping of the 2D cursor motion on the display screen into an appropriate object motion in the 3D virtual world and to determine a valid and desirable final location for the obje ...

17 A generalized screen management utility: automatic programming approach

Y. S. Chua, C. N. Clinton

April 1982 **Proceedings of the 20th annual Southeast regional conference ACM-SE 20****Publisher:** ACM PressFull text available: [pdf\(635.42 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#)

18 Multidisplay environments: Effects of display position and control space orientation
on user preference and performance
Daniel Wigdor, Chia Shen, Clifton Forlines, Ravin Balakrishnan
April 2006 **Proceedings of the SIGCHI conference on Human Factors in computing systems CHI '06**

Publisher: ACM Press

Full text available:  [pdf\(1.23 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In many environments, it is often the case that input is made to displays that are positioned non-traditionally relative to one or more users. This typically requires users to perform interaction tasks under transformed input-display spatial mappings, and the literature is unclear as to how such transformations affect performance. We present two experiments that explore the impact of display space position and input control space orientation on user's subjective preference and objective performance ...

Keywords: display position, input control space orientation, input-output mappings, performance, spatial transformation

19 A PDP-8 emulator program

 Brian J. Shelburne

March 2002 **Journal on Educational Resources in Computing (JERIC)**, Volume 2 Issue 1

Publisher: ACM Press

Full text available:  [pdf\(270.03 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The clean, simple, and elegant architecture of the classic PDP-8 makes it an ideal candidate for studying concepts in computer organization. The PDP-8 emulator program allows a user to write, edit, assemble, debug, trace, and execute PDP-8 machine code and PDP-8 assembler language programs. With it, the user can obtain a feel for the PDP-8. The PDP-8 emulator program includes a simple built-in text editor which is used to write and edit PDP-8 assembler language programs, an assembler to translate ...

Keywords: Computer architecture simulator, education

20 Office-by-example: an integrated office system and database manager

 Kyu-Young Whang, Art Ammann, Anthony Bolmarcich, Maria Hanrahan, Guy Hochgesang, Kuan-Tsae Huang, Al Khorasani, Ravi Krishnamurthy, Gary Sockut, Paula Sweeney, Vance Waddle, Moshé Zloof

October 1987 **ACM Transactions on Information Systems (TOIS)**, Volume 5 Issue 4

Publisher: ACM Press

Full text available:  [pdf\(2.86 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Office-by-Example (OBE) is an integrated office information system that has been under development at IBM Research. OBE, an extension of Query-by-Example, supports various office features such as database tables, word processing, electronic mail, graphics, images, and so forth. These seemingly heterogeneous features are integrated through a language feature called example elements. Applications involving example elements are processed by the database manager, an integrated ...

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